

APRIL/MAY 2024

**23UFDA14 — PROBLEM SOLVING
TECHNIQUES**

Time : Three hours

Maximum : 75 marks

SECTION A — (10 × 2 = 20 marks)

Answer ALL questions.

1. Define Computer.
2. Mention Some of the 5GL Languages.
3. Interpret an Algorithm.
4. What is an error?
5. How a selection structure is used in a program?
6. State the use of Loops in a program.
7. Define a String.
8. Name the different kinds of data.
9. Name any two DFD symbols.
10. What is a File?



SECTION B — (5 × 5 = 25 marks)

Answer ALL questions.

11. (a) Describe the anatomy of Computer.

Or

(b) State the difference between 4GL and 5GL.

12. (a) Explain the symbols used in Flowchart.

Or

(b) Discuss the features of Modular programming.

13. (a) What are Logical operators? Explain with examples.

Or

(b) State the applications of Selection structure.

14. (a) Explain about the use of data in program.

Or

(b) Discuss about How String is handled in program.

15. (a) Discuss about the subprograms and its uses.

Or

(b) Explain about Functions? How it is created in a program?

SECTION C — (3 × 10 = 30 marks)

Answer any THREE questions.

16. Explain about different kinds of softwares.

17. Elaborate the benefits and drawbacks of good algorithm.

18. Explain about Nested Loop with example.

19. Discuss in detail about One Dimensional Array.

20. Give an Elaborate outline about Files.

